The Pumpkin King

Having been known by many aliases throughout the ages, the Pumpkin King is the true patron of Halloween. Though not explicitly a deity, this supernatural entity is one of the few gatekeepers to the land of the dead, and on the night of Halloween he is granted the opportunity to throw open the gates of the afterlife; letting the departed roam the land once again.

This is not done with malicious intent, as most assume: Old Jack simply loves a bit of (mostly) harmless trickery and chaos; and the dead do enjoy a bit of time in the world of substance every now and then. This patron offers to those who serve him the means to sow both joy and terror in equal measure, specially to the ones most deserving.

Expanded Spell List

The Pumpkin King allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Pumpkin King Expanded Spells

Spell Level	Spells
1st	*Goodberry, Dissonant Whispers*
2nd	*Phantasmal Force, Spike Growth*
3rd	*Bestow Curse, Spirit Guardians*
4th	*Fire Shield, Phantasmal Killer*
5th	*Hallow, Seeming*

Trick or Treat

Starting at 1st level, you can invoke your patron's powers to bestow minor boons or banes upon those around you.

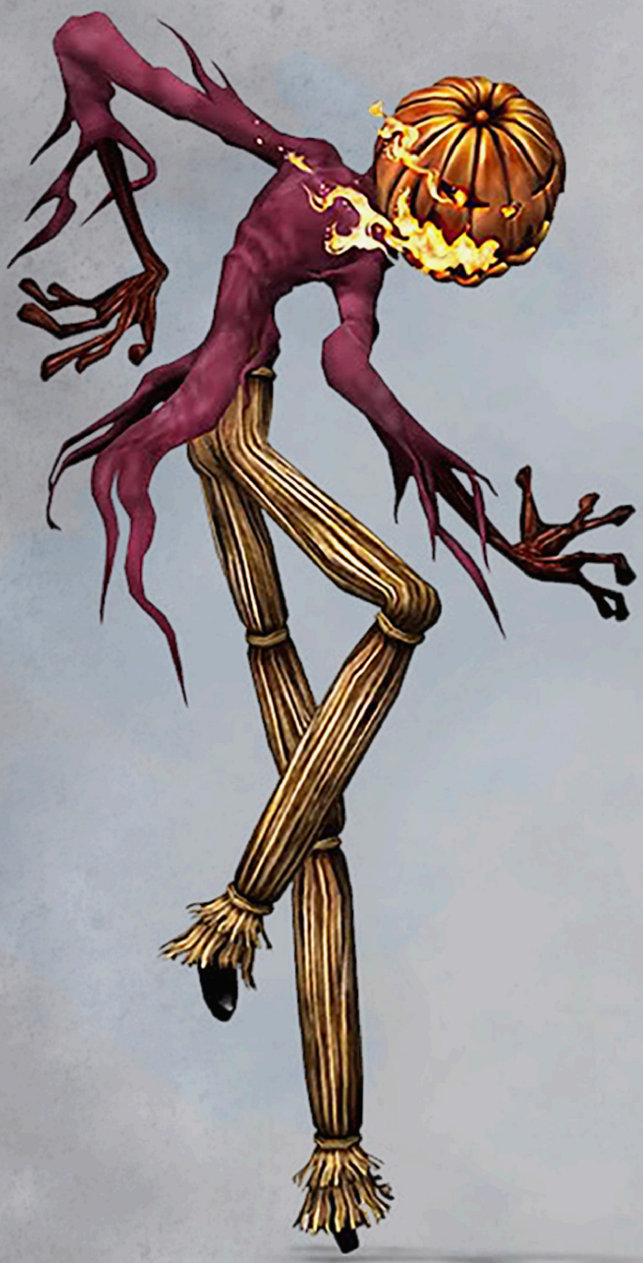
As a bonus action, choose a single creature within 60 feet of you that can hear you. If that creature is hostile to you, it must succeed on a Wisdom saving throw or gain a Trick die. If that creature is friendly to you, it gains a Treat die.

Both Trick and Treat dice are d6s. Once within the next 10 minutes, if the creature has a Treat die, the creature can roll the die and add it to one ability check, attack roll, or saving throw it makes. If the creature has a Trick die, you can use your reaction to force it to roll the die and subtract it from one ability check, attack roll, or saving throw it makes.

Both a Trick and a Treat die can be used after the roll is made, but only before the DM says whether the roll succeeds or fails. Once a Trick or a Treat die is used, it is lost.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Starting at 6th level, you regain all uses of this ability when you finish a short rest. When you reach 14th level, both Trick and Treat dice become d8s.



Unearthly Fright

At 6th level, you are able to perform a horrifying and macabre spectacle, terrifying all around you. As an action on your turn, all creatures of your choice within 30 feet of you that can see or hear you must make a Wisdom saving throw, becoming frightened of you for 1 minute on a failed save.

A creature frightened in this way can make a new saving throw at the end of each of its turns, as well as each time it takes damage from a source other than you. The creature ends the effect on a successful save, or when it can no longer see or hear you. In addition, the creatures affected by this feature have disadvantage on Wisdom saving throws made to resist your Trick dice.

Once you've used this feature, you cannot do so again until you finish a short or long rest.

Ghoulish Resilience

At 10th level, the Pumpkin King grants you some of the unnatural resilience of his ghastly companions. This is beneficial, but costly, as your skin takes on a deathly pallor and several of your bodily functions cease:

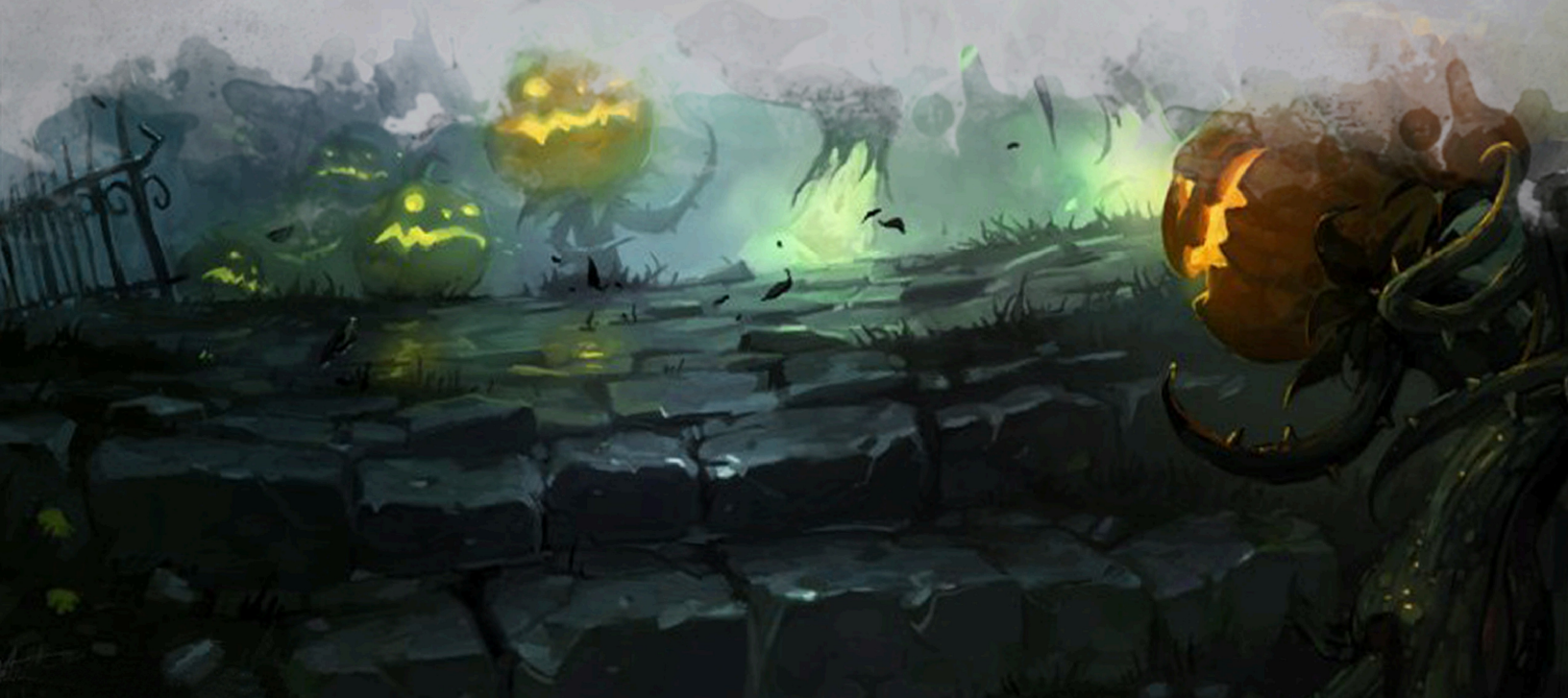
- You no longer need to eat, drink, or breathe.
- You have resistance to necrotic damage.
- You no longer take additional damage from critical hits.

Lastly, you are able to easily recover from horrific trauma. You cannot be incapacitated or killed due to dismemberment or decapitation. If one of your body parts is severed but remains intact, you can hold it to the stump and the two instantly knit together.

Hail to the Pumpkin Song

At 14th level, Old Jack allows you to call several of his friends to your side, bursting into uncanny revelry.

Once per long rest, you can cast *Animate Dead* as a 7th level spell without expending a spell slot, and without material components. Additionally, if you cast it in this way while at night-time, the undead creatures can be summoned without the need for bones or corpses.



Pact Boon

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. When the time comes to choose their boon, the Pumpkin King grants his warlocks access to this additional option.

Pact of the Lantern

- Once per long rest, you can summon a Will-O'-Wisp as a familiar on your turn. It appears in an unoccupied space within 10 feet of you when summoned, and manifests for 1 hour or until you choose to dismiss it.
- The Wisp is friendly to you and your companions, and obeys all of your commands. In combat, it rolls its own initiative and acts on its own turn. When the Wisp drops to 0 hit points, it disappears, leaving behind no physical form.
- You can telepathically communicate with the Will-O'-Wisp and share its visual or auditory senses while it is within 1 mile of you. Lastly, when you cast a spell with a range of touch, the Wisp can deliver the spell as if it had cast the spell. It must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use the Wisp's attack modifier for the roll.

Pact of the Chain: New Familiar

When choosing this boon, the Pumpkin King grants his warlocks access to a special form for their familiar.

Specter Hound

Small undead , lawful neutral

Armor Class 9
Hit Points 9 (2d8)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	8 (-1)	10 (+0)	12 (+1)	14 (+2)

Damage Resistances Psychic
Damage Immunities Cold, Necrotic, Poison
Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Skills Stealth +2
Senses Darkvision 60 ft., Passive Perception 12
Languages Understands Common But Can't Speak
Challenge 1/4 (50 XP)

Incorporeal Movement. The specter hound can move through other creatures and objects as if they were difficult terrain. It takes 3 (1d6) force damage if it ends its turn inside an object.

Ethereal Sight. The specter hound can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Limited Telepathy. The specter hound can magically communicate simple ideas, emotions, and images telepathically with any creature within 30 feet of it that can understand a language.

Light The Way. The specter hound can flare up its nose as a bonus action, shedding bright light in a 5-foot radius and dim light for an additional 5 feet. This light lasts indefinitely, or until the hound willingly snuffs it out.

Actions

Ghostly Puff. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d6) cold damage.

Etherealness. The specter hound enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Eldritch Invocations

When choosing an eldritch invocation, the Pumpkin King grants warlocks access to these additional options.

Jack-o's Frolics

Prerequisites: 6th level, Pumpkin King Patron, Pact of the Lantern feature

You can now summon the Will-O'-Wisp as a familiar on your turn once per short or long rest.

Solemn Loyalty

Prerequisites: Pumpkin King Patron, Pact of the Chain feature, Specter Hound familiar

Whenever you would take damage, your familiar can use its reaction to magically take the respective damage instead. This doesn't transfer any effects that might accompany the damage. Additionally, whenever you heal yourself by any means other than nonmagical, your familiar can use its reaction to recover half of the hit points you regained (rounded up). Any excess healing is converted to temporary hit points, which last for up to 4 hours. Your familiar must be within 100 feet of you in order for you to make use of this feature.

In this Town we call Home

Prerequisites: Pumpkin King Patron, Pact of the Chain or Pact of the Lantern feature

Whenever you use a feature or cast a spell that summons one or more creatures to your service, they have their hit point maximum increased by an amount equal to double your warlock level. Alternatively, you can instead give them a bonus to attack and damage rolls equal to half your Charisma modifier (minimum of 1, rounded up).

Longing for the Next Surprise

Prerequisite: Pumpkin King Patron

As long as one of your allies is within 15 feet of you, you and all allies within 30 feet of you can't be surprised while you are conscious. Additionally, whenever you roll initiative, you gain a bonus to it equal to the number of allies that are within 10 feet of you at the moment combat starts.

Something's Waiting Now to Pounce

Prerequisite: 4th level

Whenever you cast a cantrip which requires one or more ranged spell attacks, you can lunge at your target and convert them to melee spell attacks instead. This doesn't count towards your movement in that turn. The target creature must be within 20 feet of you in order for you to make use of this feature.

Say it Once, Say it Twice

Prerequisites: 12th level, Pact of the Chain feature

You can maintain two familiars at the same time. You can dismiss and/or summon both familiars as a single action, and whenever you cast the *Find Familiar* spell, it can affect just one or both of your familiars. Whenever you take the Attack action on your turn, you can forgo one of your own attacks to allow one or both of your familiars to make an attack of their own using their reactions.

Ride with the Moon in the Dead of Night

Prerequisite: 6th level

Once per long rest, you can cast the *Phantom Steed* spell without expending a spell slot. When you do so, the casting time is reduced to 1 action, and the duration is increased to 8 hours. Additionally, the spell doesn't end if the steed takes damage; it instead fades away temporarily, and you can make it reappear again once you are out of combat.

The "Who" when you call "Who's There?"

Prerequisite: 12th level

You always have advantage on Stealth checks. Whenever you are successful on one, you are treated as invisible for up to 1 minute. If you attack a creature while in this state, the target and any others who would be able to see or hear you must make a Wisdom saving throw. On a failed save, you remain unseen and unheard by them.

Tender Lumplings Everywhere

Prerequisite: 4th level, Pumpkin King Patron

Whenever you cast the *Goodberry* spell, you can summon 2 additional berries for each ally that is within 5 feet of you. Additionally, the amount of hit points regained when a creature eats one increases by 1 for each ally that is within 5 feet of it.

Life's no Fun without a Good Scare

Prerequisite: Pumpkin King Patron

Whenever you roll initiative and a hostile creature starts combat surprised, that creature also becomes frightened of you. A creature frightened in this way can make a Wisdom saving throw at the end of each of its turns, ending the effect on a successful save. The effect also ends when the creature can no longer see or hear you.

King of the Pumpkin Patch

Prerequisites: 8th level, Pumpkin King Patron

While under the effects of the *Fire Shield* spell, you spread your frightful flames to the unlucky foes around you.

As a bonus action, you can cause a creature within 15 feet of you to immolate. The target must make a Constitution saving throw. On failed save, the target and each creature of your choice within 5 feet of it take 1d8 fire damage.

La, la, la, la-la-la...

Prerequisites: 14th level, Pumpkin King Patron

If a total of at least 10 allies are within 40 feet of you and willing, you can initiate a group performance of ghastly frolicking, hailing to the song of the Lord of Halloween.

As an action, you start the song which lasts for up to 1 minute. You and all allies participating in the performance gain a Treat die, while all enemies within 40 feet of you that can hear it gain a Trick die. These dice are not taken from your Trick or Treat uses.

The performance doesn't need any actions to be maintained as long as the ones participating remain within range. If an ally exits the range of the melody, they immediately stop singing it.

While the song lasts, your allies can use their reactions to force an enemy to roll their Trick die. Additionally, neither you nor your allies can be frightened or charmed, and enemy creatures affected have disadvantage on saving throws to resist being frightened.

Any ally who becomes incapacitated or unconscious by any means immediately stops partaking in the melody. The song is interrupted if the number of creatures singing it is reduced to less than 8.

Once you've used this feature, you cannot do so again until you finish a long rest.

Credit

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